

Interlude 2: Treasures of the East

DO NOT READ Unless investigators read Resolution 5

Treasures of the East 1: You give the address provided to you to your eagerly-waiting driver and begin to catch your breath as you put city blocks between you and Chinatown. The drive across town is oddly quiet -- Edwin sits unspeaking, almost catatonic next to you -- and you lean back in your seat, taking in the twilight of electrification. Not the most upstanding of evenings for you, but sometimes you have to get your hands dirty to keep your clothes clean.

The car comes to a stop in front of a stately brownstone, a nicer pad than you could ever dream of, and you toss the cabbie his fare as you and Edwin exit the taxi. As if on cue, Milton opens the front door of the apartment with a boisterous, jovial greeting. "Edwin, my good boy! So good to see you again!" Edwin barely moves as Milton rigorously embraces him. "Let's get inside, there's so much we have to talk about!" Milton turns his gaze to you as he walks towards the entrance to his estate. "Excellent work, knew I could count on you. Talk with my man and he can settle your account. I'll let everyone know of your prowess!" Milton disappears into his home, Edwin in tow, and after a quick discussion with the butler, you make your way towards yours.

As you reach into your pocket to get your apartment key, eager to finally call it a night, your hand's greeted with an unexpected shape, cold to the touch. Curious, you pull it out to get a closer look and find a strange, misshapen idol. You're certainly not an expert on the subject, but it's no patron saint you're aware of. Thankfully, you've got nothing on the docket for tomorrow, so figurine can remain a mystery this evening.

- ② In your Campaign Log, record that Edwin had a good family chat.
- ② Each investigator adds a copy of A Job Well Done to their decklist. This does not count towards that investigator's deck size.
- ② One investigator must add A Strange Idol to their decklist. This does not count towards that investigator's deck size.

Treasures of the East 2: Edwin's probably going to get chewed out, but it's probably better if he's on this plane of existence when it happens. You decide to take him back to the let him come back from dreamland before making your way back to Milton. Edwin puts up no fuss as you pay the fare and make your way up the three flights of stairs with him. You jiggle the locket the requisite number of times, and open up the door to your illustrious place of business, sitting down at the desk as you drop Edwin on the couch.

Hours pass, by, and just as you're about to pass out, Edwin jolts awake from his slumber. "Where the hell am I?!" Edwin shoots up from the couch, barely giving you enough time to get between him and the door. You calmly begin to relay the events on the evening to him, starting with your discussion with Milton, and though Edwin spends the first few minutes of your story cautiously looking for a way out, as you near the end, he appears to let his guard down and sprawls back on the couch.

"Look pal, it ain't like that. That guy Milton? He's not my uncle, I just met the guy last week. Hired me to win this thing in a game of Mahjong." Edwin searches from pocket to pocket, finally pulling out a small figurine. "Had to burn through the whole advance though, so I ponied up out of my own wallet, ended up winning it a couple hours later. Way I figure it, since I had to spend my own cash, the things mine now."

Just as Edwin hold the figurine up to you, there's a banging on your door. You and Edwin exchange glances for a moment as the banging continues. "My friend!" A familiar voice calls from outside. "We must speak!" It's your sometimes-informant Feng Shao, dealer of antiquities and master of the mystical.

You open the door cautiously, quickly closing it as Feng slips in. Feng's eyes look to you, to Edwin, then to the idol Edwin still holds. "You have it..."

Whatever's going on, it looks like Milton left out some important details, ones you should probably figure out before you step into any more trouble.

- ② In your Campaign Log, record that the investigators let Edwin off the hook.
- ② One investigator must add Edwin Bruce to his or her decklist. This does not count towards that investigator's deck size.